ディースキャナ
VERSION 1.0

Manufactured by
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⚠ **WARNING:**
CHOKING HAZARD - Small parts.
Not for Children under 3 years.

BANDAI

D-SCANNER的機能 The Functions of D-Scanner

超級新機能－編碼閱讀器 Hyper New Functions – Bar Code Scan

超級新機能－D-SCANNER 能夠讀取 DIGIMON 遊戲卡 (另售) 內所記載的條碼及一般市面上銷售的商品條碼。
D-Scanner can read the bar code of Digimon Card Game (Sold separately) and other 13-digits bar codes on merchandises selling on the market.

讀取 Digimon　Digimon Scan

使用閱讀了的條碼來變換 DIGIMON 及把 DIGIMON 登錄於 D-SCANNER 內。
Collect the Digimon by reading the bar code and register into D-Scanner.

讀取道具　Item Scan

使用閱讀了的條碼來變換道具及把道具登錄於 D-SCANNER 內。
Collect the Item by reading the bar code and register into D-Scanner.

讀取戰鬥　Encounter Scan

使用閱讀了的條碼來變換敵人並開始戰鬥。
Encounter the enemy by reading the barcode and start battling.

認識商品上的條碼嗎？
Do you know what is Barcode ?

條碼是付在商品或雜誌上並由細小線條所組成。在家中試試尋找一下吧！
Barcode is small thin line which printed on some products and magazines. Try to find it out at your home !

4543112 03010 8

新戰鬥的輸入方法　Input method for new battle (Action Scan)

在 D-SCANNER 上移動手指及左右搖動鉛筆之動作，便能決定戰鬥時的攻擊模式。
D-Scanner will read the right and left movement of fingers or pencils above the lens and this will decide the attacking pattern during battle.

擴闊 Digimon 的連系　Digimon Link System

▷ DIGIMON LINK SYSTEM

使用通信連接器能把 D-SCANNER 與原來的 DIGIMON 系列攜帶機連接並且戰鬥。
享受與附有 DIGIMON LINK SYSTEM 商標的 DIGIMON 商品的樂趣吧！

Communication connector can connect the D-Scanner with the Original Digimon Portable Series and starts battling.
Enjoy the fun of link games by linking up the Digimon products marked with Digimon Link System.

※不能與 DIGITAL MONSTER 系列，DIGIVICE 系列，日本版 DIGIMON TERMINAL 及 WONDERSWAN 的 DIGIMON 軟件通信。
※ Not able to link up with Digimon Monster Series, Digivice Series, Digimon Analyser, All of US version and Wonder Swan Digimon software.

自動儲存系統　Auto Save System

D-SCANNER 內安裝有自動儲存系統！若電池被消耗盡，被登錄了的 DIGIMON 資料及道具均會被保存！
D-Scanner is being installed with Auto Save System.
Digimon date and items being registered will be saved and would not be erased even when battery is used up.

本體的説明
Description of Main Body

連接器 Connector
- 與其他攜帶DIGIMON系列連接時使用。
- 決定被選擇了的項目時使用。
- Use to connect with other Portable Digimon Series.

A鍵 A Button
- 選擇項目決定。
- Use to confirm and decide the selected item.

L鍵 L Button
- 選擇DIGIMON及項目時使用。
- 於通常畫面操作各種指令時使用。
- Use to select Digimon and Item.
- Use to activate all kinds of command during Ordinary Screen.

B鍵 B Button
- 返回前一個畫面
- 取消選擇
- 於通常畫面取消畫面時使用。
- 恢復於省電機能消失了的畫面時使用。
- Return to previous screen.
- Cancel selection
- Use to cancel screen during Ordinary Screen.
- Use to retrieve the screen in sleeping mode during power save.
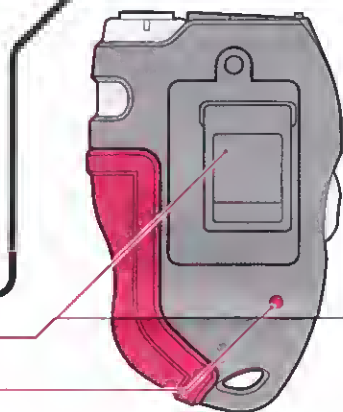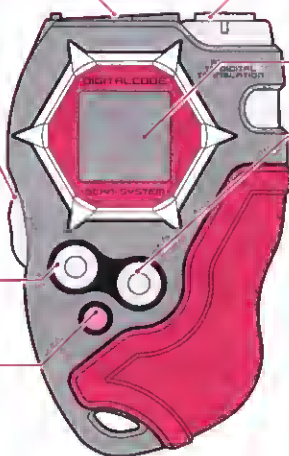
條碼掃描器 Bar Code Scanner

液晶畫面 Digital Screen

R鍵 R Button
- 選擇DIGIMON及項目時使用。
- 於通常畫面操作各種指令時使用。
- Use to select Digimon and Item.
- Use to activate all kinds of command during Ordinary Screen.

鉤子 Hook

還原鍵 Reset Button

玩耍方法
How to Play

請於開始前閱讀！
Please read before playing!

● 本商品的說明書由兩部份所組成。
● 初次使用此商品者請從此頁開始閱讀。

● The instruction manual of this product composed of 2 parts.
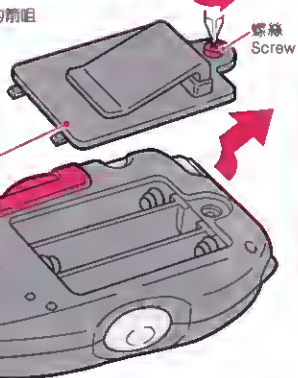● First time user, please start reading from this page!

① 玩耍前的準備
Preparation before playing

把3顆另售的AAA乾電池(R03)如圖示放入D-SCANNER本體內。3顆電池必須要使用全新的電池。
Use 3 pieces of (R03) dried battery and installed into O-Scanner's main body per the drawing shown. All three pieces of batteries should be new.

電池的安裝方法
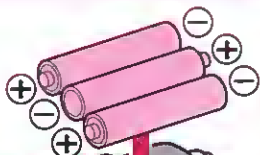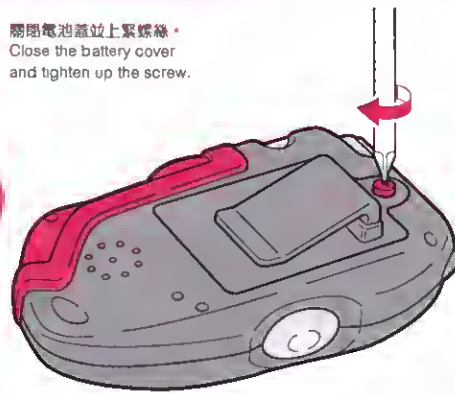#### Battery Installation Method

除去本體後面的螺絲，並如圖示的箭咀方向取出電池蓋。
Remove the screw on the back of main body and pull out the bettery cover per the direction as shown in the drawing.

電池蓋
Bettery Cover

螺絲
Screw

把3顆新的AAA乾電池按照 ⊕ 及 ⊖ 正確地安裝。
Install 3 pieces of new dried betteries correctly according to the ⊕ end ⊖ sign.

關閉電池蓋並上緊螺絲。
Close the battery cover and tighten up the screw.

還原操作
Reset Function

於初次玩耍時或要更換電池時，在安裝好電池後請按下還原鍵。使用細小的棒按下還原鍵，電源便會被啟動。
● 為避免令還原鍵受損，請勿使用尖銳的棒或鉛筆強行按下還原鍵。
● 所有被登錄了的資料，不會因還原操作而被消去。

Before starting or after changing betteries, push tha Rasat Button after betteries are installed. Use a small pole to push the Reset Button and power will be switched off.
● Oo not usa sharp pole, pencil end do not push hard into the reset button, which might ceuse damege to it.
● All data and items being registered will not ba erased.

電池警告記號
Chan e Battery Mark

電池耗盡時，電池警告記號便會亮起，按鍵便不能正常運作。當電池警告記號亮起時，請更換新的電池。

When tha battery is out of the power, the "changa Battery Mark" will appear. All tha buttons will not be activatad. Please change the new battery.

※ 當更換新的電池時，請找成年人幫忙。
※ While replacing the dry cell battenes, please ask a guardian for help.

CHANGE BATTERY

電池警告記號
Change Battery Mark

② 開始遊戲吧！
Let's start the game!

還原操作時，會顯示出 BANDAI 記號畫面。在 BANDAI 記號畫面出現時按A鍵便會顯示出名字及生日的登錄畫面。

BANDAI mark will appear efter Reset Function is activated.
Push A Button during this screen will display Name end Birthday register screen.

BANDAI 記號畫面
ⓔANDAI mark screen
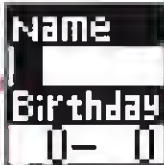
名字及生日的登錄畫面
Nama and birthday input screen

名字的登錄
Registering your name

● 由左開始把字母逐一輸入。使用 L 及 R 鍵選擇輸入的字母，再按A鍵確認後點滅線會向右移動。按照上述的輸入方法把字母逐一輸入。
● 按B鍵把點滅線上的字母取消並移動至前一個字母的位置。
● 最多可輸入6個字母。如不足6個字母請輸入空格至第6個字母的位置。

● Input from the left by using L & R Button to select the alphabet and push A button to confirm. The cursor will then move towards the right side. Input other alphabets according to the same method.
● Push B Button to cancel the word on the cursor and then move backward to the previous word.
● You could input up to maximum of 6 alphabets. Please input spaces if less than 6 alphabets.
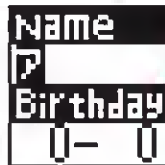
選擇文字
Select elphabet.
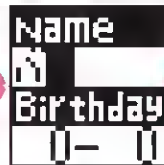
按A鍵決定
Push A Button to decide.
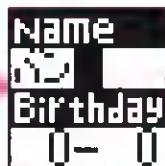
使用同樣方法選擇下一個字母
Use the same method to input the next alphabet.
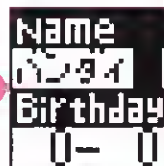
名字輸入完成
Finished inputting the name.

出生日期的輸入
Input Birthday
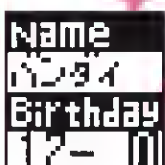
輸入名字後，點滅線會移動至出生日期的段落。首先選擇月份並決定。完成輸入月份後再輸入日期。

The cursor will move to the page for inputting the birthdey after the name is being inputted. First, select the month end confirm. After completing input the month, please input the date.

選擇月份
Select the month.

按A鍵決定
Push A Button to decide.
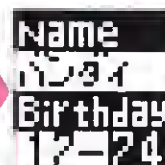
日期和月份的輸入方法相同
Use seme method to input both month and date.

開始遊戲
Starting the game

完成輸入出生日期後，DIGIMON 會自動出現，並變回通常畫面，這時遊戲正式開始！

After finished inputting the birthday, a digimon will appear and display in the Ordinary Screen. You can start the game now!
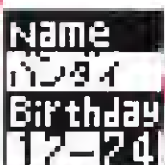
輸入完畢後…
After input....

DIGIMON 便會出現！
DIGIMON appeer !

1

於通常畫面下按下A鍵，掃描制動畫面便會顯示出來。
在掃描制動畫面下再按下A鍵，"SCANNING"便會顯示出來，本體的條碼掃描器便會閃動紅光。
Push A Button during Ordinary Screen will display Scanning Mode [BARCODE SCAN].
Push A Button during Scan , Screen will display "Scaning". The red light on the main body of bar code scanner will start to flash.

通常畫面
Ordinary Screen

BARCODE Scan

掃描制動畫面
Scenning Mode Screen

Scaning

掃描器操作中!
Scanner in operation

掃描器的燈閃動!
The scanner light starts to flash.
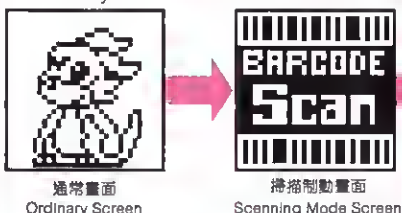
2

當條碼掃描器的燈閃動時 (約15秒) ，如圖示把 D-SCANNER 本體的左面放近想閱讀的條碼上。
When the light of the bar code scanner flashes (for about 15 seconds), per the drawing, put D-Scanner close to the bar code that you want to read.

- 把閱讀器的鏡片緊貼條碼之 左端。
- Put the lens of the scanner close to the bar code and left side of the barcode.

閱讀條碼的窗口
Scanning lens

對位線
Center line

把閱讀器的鏡片左右附有之兩點對位線放在條碼的中央。
Match the center of the lens towards the middle part of bar code.

D-scanner 要離開條碼大約 1cm。
The distance between D-scanner end barcode around 1 cm.

從上面看的時候。
Top view

請不要將 D-scanner 傾則來掃描
Please do not incline the scanner when scanning.

用作掃描之物品如盒或紙等包裝，請用手先固定後才作掃描。
Use your hends to hold and stabilize the peckage or object.

3

使用一定的速度把 D-SCANNER 本體由左至右一氣移動。
Move the scanner from left to right with a constant speed.

由左至右一氣移動
from left to right with a constant speed

把鏡片上的兩點對位線放在條碼的中央，以一直線移動。
Metch the center point of the Scanner lens to the bar code and move straight to the right.

初次使用者如圖示方法拿著掃描器會較容易掃讀條碼。
First time users can follow the method per the drawing shown for easy scanning.

直線掃描
Straight direction scanning

不規則掃描
Curved direction scanning

掃描途中傾斜
Incline Scanning

一氣呵成的掃描啊!
Must move the scanner right through without stopping.

0.5秒左右
Around 0.5 mins

4

當畫面顯示OK時，表示掃描成功。
便能得到讀取條碼後之 DIGIMON 及道具，並能與 DIGIMON 發生戰鬥!
When the screen display "OK", scanning is completed.
The Digimon or item being scanned will be registered and can be used for battle. Or the battle will start.

O.K.

掃描成功
Scanning succeed

ERROR

掃描失敗，請再掃描!
Scanning Error, please try again!

當掃描成功後……
Scanning succeed....

當掃描成功後……請參閱第3頁
Please refer to Page 3 for... when scanning succeed..!

■ 當更換條碼畫面或OK畫面不能顯示時，表示掃描後不能正確地讀取條碼的資料。
請注意掃描時本體的移動狀態及閱讀速度。

■ If the screen don't display "OK", it means the barcode data cannot be scanned into the D-Scanner.
Please check the Scanning speed when scanning.

掃描器不是直線移動。
Curved scanning

閱讀速度不一致。
Not same speed when scanning.
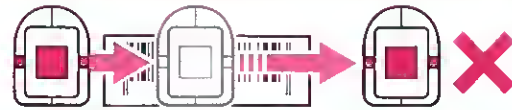
■ 當顯示 "ERROR" 時
當 "ERROR" 顯示時，表示以下的情況可能發生：
· 掃描時掃描器上下移動，引至掃描器不能讀取條碼的資料。
條碼並不是成一直線故不能閱讀。
請注意掃描器必須以水平移動才能正確地閱讀條碼的資料。
· 由條碼的中央開始閱讀。
把掃描器放在條碼的左端，注意不要遮蓋著條碼，並開始閱讀。
· 電池量不足
當電池量不足時，便不能成功地讀取資料。
請更換新的電池並從新嘗試掃描。
· 條碼本身被損壞或弄污。
當條碼被損壞或被塗污時，資料便不能被讀取。
請嘗試閱讀其他的條碼。

■ When "Error" is displayed"
One of the following might have occurred when Error is being displayed:
· The scanner moved up and down while scanning and cannot read the data of bar code.
Scanner cannot read the bar code being bend or curved.
Please note that the scanner should move in a straight line in order to read the data of bar code.
· Please scan from the center of the bar code.
Put the scanner on the left side of bar code, but beware not the cover up the bar code and start scanning.
· When battery level is low
Cannot read bar code data when battery level is low.
Please replace the battery and retry scanning.
· Bar code is being damaged or stained.
Cannot read the data of bar code being damaged or stained.
Please try to scan other bar code.

掃描器上下移動。
Scanner is being moved up and down while scanning

以傾斜的角度移動。
Scanner is being moved in a diagonal direction.
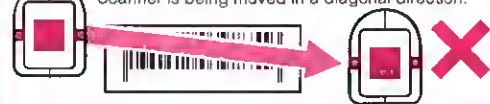
由條碼的中央開始閱讀。
Scanned from the middle of bar code

條碼被破損。
Bar code being damaged.

條碼被弄污。
Bar code being stained.

能被掃描讀取的條碼
Bar codes that can be read by scanner

● 在條碼下印刷有13個數字的條碼。
● 在白紙上以黑色印刷之條碼。
● 與 D-SCANNER 包裝內所印刷的條碼大小相同的條碼。
● Bar code with 13 digits on the bottom.
● Black color bar code printed on white paper
● Same size as per the ber code that comes with D-Scanner package.

D-SCANNER 比較困難讀取的條碼
Bar codes that are difficult to read by D-Scanner

● 比 D-SCANNER 包裝內所印刷的條碼為細小。
● 使用透明的材料印刷的條碼（透明膠卷，薄紙等等）。
● 使用藍色或綠色所印刷之條碼。
● Smaller than the bar code that comes with D-Scanner peckage.
● Being printed on transparent material such as film or thin paper.
● Bar code printed with blue or green color to print.

D-SCANNER 不能讀取的條碼
Bar codes that cannot be read by D-Scanner

● 使用紅色、橙色或白色所印刷之條碼
● 被破損了之條碼。
● 被弄污了之條碼。
● 面積小於橫30mm、高4mm之條碼。
● 印刷在罐上或曲面之條碼。
● Bar code printed with red or orange color on white peper.
● Bar code being damaged or loosen.
● Bar code size smaller than 30mm width and 4mm height.
● Bar code being printed on the cen or other curved objects.

讀取面積窄小的編碼
Scanning smaller bar code
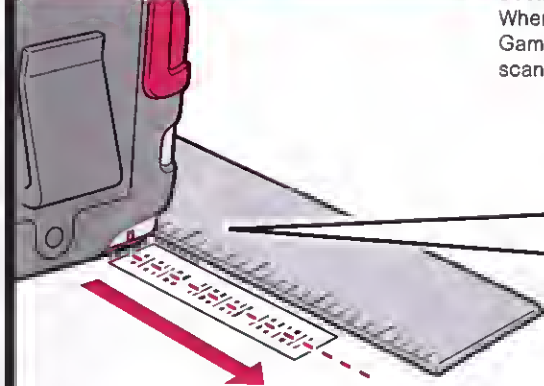
閱讀記載於 DIGITAL MONSTER 遊戲卡內（另售）而上下闊度窄小的條碼時，使用間尺等東西能幫助掃描器以水平讀取條碼。

When scanning smaller bar codes attached to Digimon Game Card (sold separately), a ruler can help to keep the scanner move in a parallel way.

使用間尺因定讀取的角度，把鏡片上的兩點對位線對準條碼的中央，以水平移動掃描器讀取條碼。
※間尺的厚度必須為1.5mm以下。
Use a ruler to fix the scanning degree and match the lene towards the center of the ber code. Ruler should be thinner than 1.5mm

(側面圖)
(Side view)

間尺
Ruler

掃描器讀取的部分
Scanning part.
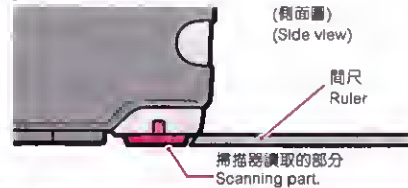
D-SCANNER 專用的條碼
Special Bar Code for D-Scanner

BANDAI DIGIMON TAMERS 商品內附有 D-SCANNER 專用的條碼。專用條碼亦能被 D-SCANNER VERSION 1.0 讀取。請參考識別的號碼後才讀取條碼。

Speciel Bar Code for D-Scanner can be found inside the Bendai Digimon Frontier products. But some of the speciel bercode can't be scanned by Version 1.0. Please refer to the reference number when scenning.

DIGIMON 文字的條碼
DIGIMON words Bercode.

識別號碼
reference number

在條碼下部印刷有 OIGIMON 文字的條碼。
Bar code with Oigimon words printed on the bottom
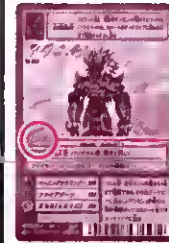
● 識別號碼
　1......適用於 VERSION 1.0
　2......適用於 VERSION 2.0
　沒有識別號碼或 0......適用於所有的 D-SCANNER
● Reference Number
　1......For Version 1.0
　2......For Version 2.0
　No Number or 0......For all D-Scanner

印刷於 DIGITAL MONSTER 遊戲卡上的條碼。
Bar code being printed on Oigital Monster Card Game.

識別號碼
reference number

※在 DIGITAL MONSTER 遊戲卡上掃描出現的 DIGIMON，不一定與卡片上掃描之 OIGIMON 相同。請注意。

scan the Digital Monster Card Game barcode, the DIGIMON appeared in the D-Scanner may be difference from the illustration shown on the card.

ディースキャナ VERSION 1.0

開始前請閱讀！
Please read before starting!

■ 本商品的說明書由兩部所組成。初次使用此商品者請由第一頁開始閱讀！
■ The Instruction manual for the product composed of 2 parts. First time users, please start reading from this page!

當掃描成功時... When Scanning Succeed!

取得 DIGIMON — Collect the Digimon

● 當被讀取的條碼是 "DIGIMON 條碼" 並成功讀取，條碼會顯示出 DIGIMON 變換的●面。你便能得到被變換了的 DIGIMON。
● 得到手的 DIGIMON 被登錄於 'CAGE' 指令內，並於戰鬥或訓練時使用。
● When the bar code being scanned is a "Digimon Bar Code" and scanning was succeeded, Bar code will display Digimon change animation. You can collect the Digimon being changed.
● The Digimon you collected will be registered into 'Cage' command and can be used for training or battle.

注意：若得到手的 DIGIMON 的級別太低時並不能使用於戰鬥。
(有關級別，煩閱讀 'USER DATA' 指令內的說明)
Attention: You cannot use the Digimon being collected for battle when the Rank is too low. (Please refer to the description of User Data Command regarding Rank).

得到 DIGIMON
Collect the digimon.

取得道具 — Get the Item

● 當讀取的條碼是 "道具條碼" 並成功讀取時，你便能得到●面所顯示的道具了。
● 得到手的道具能使用於戰鬥或 'ITEM' 指令。
● When the bar code being scanned is an "Item Bar Code" and scanning was succeeded, you can collect the Item being shown on the screen.
● The Item you collect can be used for battle or "Item" command.

プラグインH
得到道具
Collect the Item.

與 DIGIMON 戰鬥 — Battle with Digimon

● 當被閱讀的條碼是 '戰鬥條碼' 並成功讀取資料時，與敵人 DIGIMON 的戰鬥便會開始。戰鬥被分為3種：
● When the bar code being scanned is a "Battle Bar Code" and scanning was succeeded, battle with enemy will start. There are 3 types of battles.

通常戰鬥 — Ordinary Battle

與敵人 DIGIMON 戰鬥。
與敵人 DIGIMON 戰鬥並獲勝時，戰鬥數值及勝出數值均會+1，並把戰鬥率提高，相反地，若戰鬥失敗，戰鬥數值+1，但降低戰鬥率。
Battle with Enemy Digimon.
Won the battle with enemy and the battle count and win count will +1 and thus increase the winning percentage. On the other hand, if you lost the battle, battle count will +1 but decrease the winning percentage.

BATTLE

俘虜戰鬥 — Capture Battle

與敵人 DIGIMON 戰鬥。
與敵人 DIGIMON 戰鬥而獲勝時，戰鬥數值及勝出數值均會+1，並把戰鬥率提高。同時亦能把敵人 DIGIMON 得到手。相反地，若戰鬥失敗，戰鬥數值+1，但降低戰鬥率。SPD變成-15。
Battle with Enemy Digimon.
Won the battle with enemy and the battle count and win count will +1 and thus increase the winning percentage. Also you can collect the Enemy Digimon.
On the other hand, if you lost the battle, battle count will +1 but decrease the winning percentage. SPO decrease -15.

CAPTURE BATTLE

防禦作戰 — Defense Battle

與敵人 DIGIMON 戰鬥。
與敵人 DIGIMON 戰鬥而獲勝時，戰鬥數值及勝出數值均會+1，並把戰鬥率提高。相反地，若戰鬥失敗，戰鬥數值+1，但降低戰鬥率，而被使用作戰的 DIGIMON●被消滅。
Battle with Enemy Digimon.
Won the battle with enemy end the battle count end win count will +1 and thus increase the winning percentage.
On the other hand, if you lost the battle, battle count will +1 but decrease the winning percentage.
SPO decrease -15 and the Digimon being used for battle will vanish.

DEFENSE BATTLE

戰鬥的操作 — Battle Functions

● 戰鬥開始，敵人 DIGIMON 出現。
● 在敵人 DIGIMON 出現的畫面下按A鍵，顯示成長階段選擇畫面。
● 在成長階段選擇畫面選擇你想使用的 DIGIMON 之成長階段，決定後會顯示出 DIGIMON 選擇畫面。
● 選擇自己想使用的 DIGIMON 再按A鍵，若持有道具，道具選擇畫面便會顯示出來。選擇想使用的道具，決定後進行 ACTION SCAN。
(若沒有道具時，選擇 DIGIMON 後進行 ACTION SCAN。若不想使用道具，請選擇 "NO USE"。)
● The enemy digimon will appear when battle starts.
● Push A button during the screen when enemy digimon appears to display Growing stage selection screen.
● Select the growing stage from the growing stage selection screen, Digimon selection screen will display after confirmed.
● Push A button to select the digimon you want to use, Item screen will display if you have items on hand. Select the Item you want to use end starts Action Scan after confirming. (If no Item is selected, start Action Scan after selecting Digimon. If you do not want to use any item, select "NO USE".)

BATTLE
敵人 DIGIMON 出現！
Enemy Digimon Appears!

ROOKIE ケージランク

選擇想使用的 DIGIMON！
Select the Digimon you want to use！

動作掃描 — Action Scan

● ACTION SCAN 是使用自己的手指或鉛筆當作條碼，並輸入 D-SCANNER 內的戰鬥指令。
● Action Scan is to use your fingers or pencils instead of bar code to input into D-Scanner for Battle Command.

● 當 "READY" 顯示並發出倒數聲音時，於3秒內使用手指或鉛筆在 O-SCANNER 的條碼讀取器上不斷打橫掃過。3秒後，ACTION SCAN 的輸入數值便會顯示出來。
● 按照被輸入的數值，DIGIMON 的攻擊模式亦會有所差異。
● When "Ready" appears on screen and starts the count-down sound, within 3 seconds, put your fingers or pencil on top of O-Scanner's barcode reader and move right end left. After 3 seconds will display the figure being inputted for Action Scan.
● According to the inputted figure, Digimon's attacking pattern will change.

READY

Scan!
ACTION SCAN 開始！
Action Scan starts!

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顯示被輸入的數值
Display inputted figure
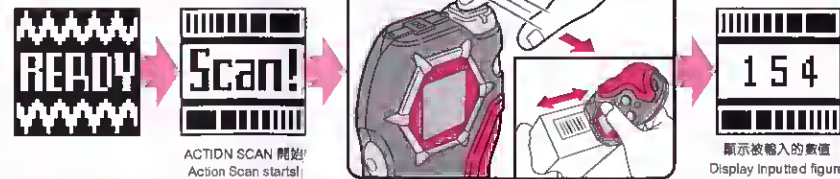
當 ACTION SCAN 完成後，與 DIGIMON 的戰鬥便會開始，雙方不斷攻擊直至任何一方的 HP (體力) 變成 0。
Battle between Digimons will starts after Action Scan is completed end will continue to attack until either side's HP (Body Power) becomes 0.

戰鬥開始！
Battle Starts!
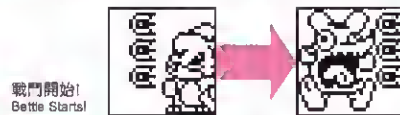
注意！ CAUTION

在戰鬥中戰敗時，在敵人出現之●面內按下B鍵，受傷●面會出現。受傷時使用 '急救箱' 醫治吧！受傷之 DIGIMON●不能進行戰鬥和訓練。
When Digimon lose in the battle, the injury screen will appear. Press B button and use the "Care Box" to cure. Digimon cannot battle with other Digimon end take training when it is injured.

受傷畫面
Injury screen

急救箱
キュアBOX
Care Box

嚴重受傷的 DIGIMON 有可能會被消滅，必需注意！
Please note that Digimon will be destroyed if it gets the seriously injured.

在通常畫面內按下 L、R鍵，指令畫面便會顯示出來。
在指令畫面內會顯示出6種指令，包括 "訓練"、"鐵籠"、"道具"、"使用者資料"、"通信"、"聲音"。可用 L、R鍵選擇後，再按A鍵決定。
At the ordinary screen, press the L, R button, the command screen will appear.
There are 6 commands (training, cage, item, user's data, communication, sound) you can select by pressing L, R button.

訓練 TRAINING

使用顯示於通常畫面內之 "訓練" 指令來進行 DIGIMON 訓練。當訓練成功後SDP (SYNCHRO DIGIMON POINT) 值便會增加。在戰鬥中使用增加了的SDP值將 DIGIMON 的能量增加。
You can use the Digimon appears on Ordinary Screen for Training. SDP (Synchro Digimon Point) will increase when training is succeeded. By increasing the SDP, you can increase the power of Digimon during battle.
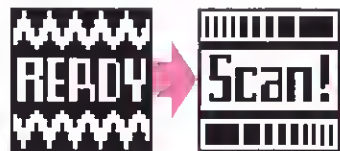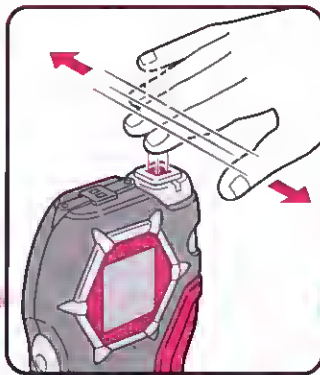
● 實行 "訓練" 指令後，READY 畫面會顯示出來，並發出固數聲音。當倒數聲音停止，SCAN 畫面會顯示。顯示於於3秒內進行與戰鬥操作相同動作的 ACTION SCAN。
"Ready" will display and starts the count-down sound after "Training" command is being activated. When the countdown sound stops, 3 seconds after, SCAN is displayed, starts Action Scan with the same procedure as per Battle Command.

● 輸入完成的聲音發出的同時，會顯示 ACTION SCAN 輸入的數值。按照輸入的攻擊模式可進行5次攻擊。完成5次攻擊後會顯示取得的SDP分數。訓練亦完成。
Action Scan inputted figure will display when input is completed and sound will be heard. According to the attack pattern being inputted, you can carry out 5 attacks. SDP will display after 5 attacks are completed and training is completed.

動作掃描開始！
Action Scan Starts!
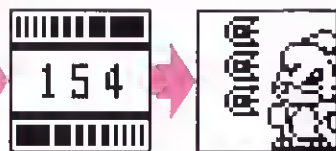
訓練開始！
Training starts!

鐵籠 CAGE

能夠查閱被登錄於 D-SCANNER 本體內的 DIGIMON 數據。
You can check the Digimon Data being registered inside the main body of D-Scanner.

● 當實行 "CAGE" 指令，成長階段選擇畫面會顯示出來。
選擇想查閱的 DIGIMON 數據的成長階段便決定。
● 決定後會顯示屬性表示畫面。
能於屬性表示畫面查閱 DIGIMON 屬性。
● 於屬性表示畫面內按A鍵，數據畫面便會顯示出來。
可於數據表示畫面查閱HP(體力)，AP(攻擊力)和SP(速度)。
● 於數據表示畫面內按A鍵會顯示 "CHANGE?"（更換）。
如選擇 "YES" 會顯示被查閱數據的 DIGIMON 的通常畫面。
如選擇 "NO" 會返回 DIGIMON 選擇畫面。
● Growing Stage Screen will display when "Cage" command is activated. Selection the growing stage of the digimon that you want to check for data and confirm. Group Screen will displayed after confirming. You can also check the group of Digimon during Group Screen.
● Push A button during Group Screen to display Data Screen. You can check HP (Body Power), AP (Attacking Power) & SP (Speed) during Data Screen.
● Push A Button during Data Screen to display "Change?" If YES is selected during data screen, Digimon of ordinary screen will change to the Digimon which player checked.
If NO is selected, will return to Digimon Selection Screen.

成長階段選擇畫面
Growing Stage Selection Screen

DIGIMON選擇畫面
Digimon Selection Screen

屬性表示畫面
Group Screen

HP: 18
AP: 3
SP: 1

數據表示畫面
Data Screen

→YES
NO

選擇YES
Select YES

養成通常畫面的 DIGIMON
Change to the Ordinary Screen of Digimon
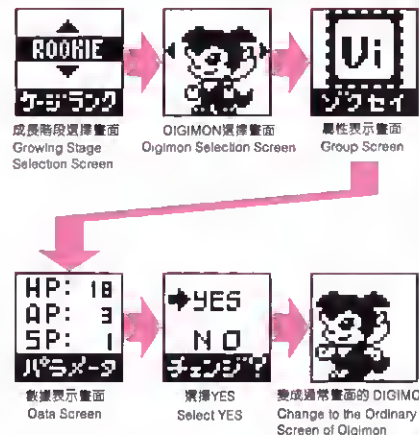
道具 ITEM

- 實行道具指令時，道具選擇畫面便會顯示出來。
  如在道具畫面內按 L，R 鍵，便可查閱自己所擁有的道具。
- 某一部分的道具可於道具指令時使用。
  把想使用的道具顯示於道具畫面，按 A 鍵便能發動該道具的功效。
- ※ 每一種道具最多可儲存 3 個。
- ※ 道具亦可以在通信戰鬥中使用。

- Activate "Item" command to display Item Selection Screen.
  Push L. R Button to view items on hand.
- Some of the items can be used during "Item" Command.
  Display the item you want to use during Item Selection Screen
  and push A button to activate the item effect.
- ※ You can save up to 3 same type of item.
- ※ Some items can be used for Communication Battle.

プラグインH

道具選擇畫面
Item Selection Screen

道具目錄 Item List

道具名稱		效果
PLUG IN V		AP（攻擊力）10%UP AP (Attacking Power) 10% Up
PLUG IN K		AP（攻擊力）20%UP AP (Attacking Power) 20% Up
PLUG IN F		HP（體力）10%UP HP (Body Power) 10% Up
PLUG IN G		HP（體力）20%UP HP (Body Power) 20% Up
PLUG IN H		SP（速度）10%UP SP (Speed) 10% Up
PLUG IN T		SP（速度）20%UP SP (Speed) 20% Up
OOUBLE EXE		所有攻擊變成雙重攻擊 All shots will become double shots
TRIPLE EXE		所有攻擊變成三重攻擊 All shots will become triple shots

HYPER EXE		所有攻擊變成超級攻擊 All shots will become Hyper shots
POW BOOSTER		HP.AP.SP 全部增加 Increase all HP. AP & SP
HIT LOCK		把對手的攻擊全部變成通常攻擊 Change the attacks of enemy to Ordinary Attack
GAMBLER		戰鬥中的 DIGIMON HP=1 AP=99 SP=0 Digimon during battle HP=1 AP=99 SP=0
CHANGE Va		把用於戰鬥的 DIGIMON 屬性變成 'Va' Change the affinity of Digimon during battle to "Va"
CHANGE Da		把用於戰鬥的 DIGIMON 屬性變成 'Da' Change the affinity of Digimon during battle to "De"
CHANGE Vi		把用於戰鬥的 DIGIMON 屬性變成 'Vi' Change the affinity of Digimon during battle to "Vi"

ERASER		獲勝時把敵人消滅 Erase the enemy after winning battle
A CHANGE		把敵人使用了的 CHANGE Va, Da, Vi 變成無效 Void the Change Va, De & Vi used by enemy
A HP UP		把敵人使用了的 PLUG IN F, G 變成無效 Void the Plug In F & G used by enemy
A AP UP		把敵人使用了的 PLUG IN V, K 變成無效 Void the Plug In V & K used by enemy
A SP UP		把敵人使用了的 PLUG IN H, T 變成無效 Void the Plug In H & T used by enemy
A ERASER		把敵人使用了的 ERASER 變成無效 Void the Eraser used by enemy
PROTECTER		若然戰敗了亦不會受傷 Will not get hurt even losing the battle

ERASE LOCK		就算一擊被打敗，DIGIMON 亦不會被消滅 Will not be erased even defeated by enemy by 1 hit
D WDRM		戰鬥後令敵人 CAGE 內 5 個 DIGIMDN 受傷 5 enemy digimons inside the cage will get hurt after battle
SDP DDWN		戰鬥後令敵人的 SDP-50 Enemy Digimon's SDP will become-50 after battle
P CHARGER		SDP 10 補充（於道具指令內使用） Recharge SDP 10 (use during Item command)
S CHARGER		SDP 20 補充（於道具指令內使用） Recharge SDP 20 (use during Item command)
SUMMDN CUBE		???? ????
CARE BOX		治療損傷（於道具指令內使用） Cure the wounds (use during item command)

使用者資料
User's Data

可查閱使用者的名字，出生日期，SDP，戰績及進化程度。
Able to check the name and birthday of user as well as SDP, battle results and ranking.
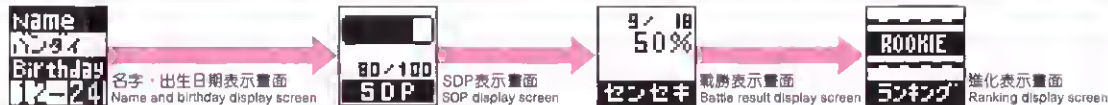
- 實行 "使用者資料" 指令，畫面會顯示名字，出生日期的畫面，可查閱自己輸入了的名字及出生日期。
- 於名字，出生日期畫面內按A鍵，SDP 畫面便會顯示，可查閱現在的 SDP 數值。
- 於 SDP 表示畫面內按A鍵，戰績畫面便會顯示，可查閱戰鬥的對戰成績。
- 於對戰成績畫面內，表示獲勝的次數，對戰次數及戰勝率。
- 於戰勝表示畫面內按A鍵，排位表示畫面便會顯示，可查閱自己的進化排位。
  於排位表示畫面按A鍵，返回使用者資料指令。

- Active "User Deta" will display name and birthday on screen, you can check the name and birthday being inputted.
- Push A button during name and birthday screen to check the SDP figure.
- Push A button during SDP display screen to check battle results.
- Battle result will show number of battle won, number of battles occurred and winning percentage.
- Push A button during battle result display screen to check your ranking.
- Push A button during ranking display screen to return to user data command.

名字，出生日期表示畫面
Name and birthday display screen

SDP表示畫面
SOP display screen

戰績表示畫面
Battle result display screen

進化表示畫面
Ranking display screen

進化的條件 Condition of R...		開始時的排位	
	ROOKIE	開始時的排位 The ranking when initially starts the game	可使用成長期和 HYPRID 體戰鬥。 Rookie stage and Hybrid Level Power can be used during battle.
	CHAMPION	於 ROOKIE 期獲勝15次。 Won 15 times during ROOKIE period.	可使用成長期，成熟期和 HYPRID 體戰鬥。 Rookie stage, Champion stage and Hybrid Level can be used during battle.
	ULTIMATE	於 CHAMPION 期獲勝25次。 Won 25 times during CHAMPION period.	可使用成長期，成熟期，完全體及 HYPRID 體戰鬥。 Rookie stage, Champion stage, Ultimate stage and Hybrid Level can be used during battle.
	MEGA	於 ULTIMATE 期獲勝40次。 Won 40 times during ULTIMATE period	可使用所有DIGIMON戰鬥。 All Digimons can be used for battle.
	MASTER	？？？	？？？

通信
Communication

使用連接器可連接 DIGIMON 攜帶機系列作通信。
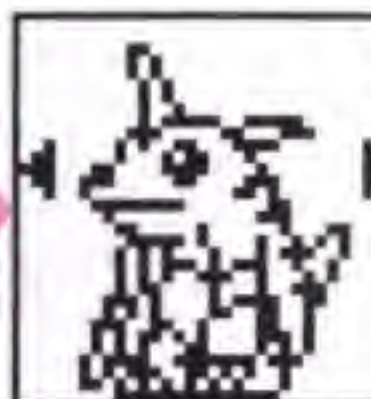By using the connector, you can link up with Portable Digimon series for communication.

D SCANNER

與 D-SCANNER 進行通信對戰
Able to carry out communication battle with D-Scanner partners.

最初

D-SCANER
PROGRESS
OTHER

當選擇通信指令時，通信對戰選擇畫面便會顯示出來。
Communication Battle Machine Type selection screen will display when Communication command is initialized.
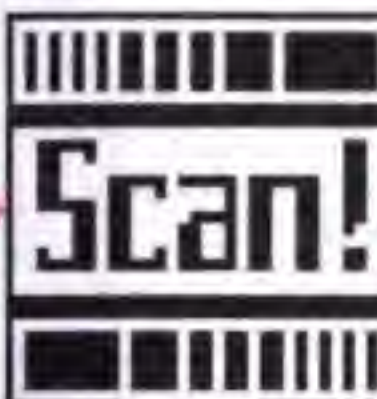
D-SCANER
PROGRESS
OTHER

● 於對戰機種選擇畫面內選擇 D-SCANNER，成長階段選擇畫面便會顯示出來。
進行與 ENCOUNT BATTLE 相同的操作並選擇戰鬥所使用的 DIGIMON，之後選擇道具再進行 ACTION SCAN。
● 當 ACTION SCAN 完成，CONNECT 會顯示。
CONNECT 顯示時，連接兩部 D-SCANNER 然後按A鍵。
● 雙方一直對戰直至任何一方的HP變成0，而仍有HP剩餘的一方便算獲勝。

● Activate D-Scanner during Communication Battle Machine Type selection screen will display Growing Stage Selection Screen. Carry out the procedure same as Encount Battle and select the Digimon and Item to be used for battle and starts Action Scan.
● "Connect" will display when Action Scan is completed. Link Up the main body of partners and push A Button when "Connect" is displayed. Battle will start when connection is succeeded and starts OK.
● Battle will continue until either side's HP becomes 0 and the side with HP remaining will win the battle.

ROOKIE
ケージランク
成長階段選擇畫面
Growing Stage Selection Screen

選擇想要使用的DIGIMON
Select the Digimon you want to use

Scan!
ACTION SCAN

CONNECT
當表示 CONNECT 時
When Connect is displayed

連接!
CONNECT!

O.K.

PROGRESS

可與 DIGIMON PENDULUM PROGRESS（預定 7 月發售）進行通信對戰和 JOGRES
Able to link up with Digimon Pendulum Progress (to be launched in July) to carry out communication battle and Jogres.

D-SCANER
PROGRESS
OTHER

BATTLE
JOGRES

● 於對戰機種選擇畫面實行 PROGRESS，通信選擇畫面會顯示。
於通信選擇畫面可選擇 BATTLE 和 JOGRES
● Activate Progress during Communication Battle Machine Type Selection Screen will display Communication Selection Screen. Select Battle & Jogres during Communication Selection Screen.

通信方法選擇畫面
Communication method selection screen

BATTLE

BATTLE
JOGRES

● 於通信選擇畫面選擇 BATTLE 會顯示成長階段選擇畫面。
進行與ENCOUNT BATTLE 相同的操作並選擇戰鬥所使用的 DIGIMON，然後進行 ACTION SCAN。
● 當完成輸入 ACTION SCAN 會顯示 CONNECT。於顯示 CONNECT 時連接 DIGIMON PENDULUM PROGRESS（另售）後按A鍵。連接成功後顯示 OK，對戰亦隨即開始。
● 雙方一直對戰直至任何一方的HP變成0，而仍有 HP 剩餘的一方獲勝。

● Select battle during Communication Selection Screen to display Growing Stage Selection Screen. Carry out the same procedure as Encount Battle and select the Digimon to be used for battle and starts Action Scan.
● Connect will display when Action Scan is completed. Link up with Digimon Pendulum Progress (sold separately) after "CONNET" is displayed and then push A button. Battle will starts when successfully linked up and displayed OK.
● Battle will continue until either side's HP becomes 0 and the side with HP remaining will win the battle.

ROOKIE
ケージランク
成長階段選擇畫面
Growing Stage Selection Screen

選擇想使用的 DIGIMON
Select the Digimon you want to use

Scan!
ACTION SCAN !

CONNECT
連接!
Link Up

連接!
CONNECT!

O.K.

※ 與DIGIMON PENDULUM PROGRESS進行通信對戰時請不能使用道具。
※ Item cannot be used when carrying out communication battle with Digimon Pendulum Progress.

JOGRES

BATTLE
JOGRES

● 於通信畫面選擇 JOGRES 時，JOGRES DIGIMON 選擇畫面便會顯示出來。
選擇進行 JOGRES 的 DIGIMON，決定後 CONNECT 畫面便會顯示出來。
於顯示 CONNECT 畫面時連接 DIGIMON PENDULUM PROGRESS（另售）後按A鍵。
● 連接成功顯示 OK 後進行 JOGRES。JOGRES 成功可獲得新的 DIGIMON。
[MIS MATCH] 顯示時表示 DIGIMON 的組合並不正確。請嘗試其他DIGIMON。

● Selection Jogres during Communication Selection screen will display Jogres Digimon Selection screen. Selection the Digimon to be used for Jogres and Connect will display when "CONNECT" is displayed and link up with Digimon Pendulum Progress (sold separately).Push A Button when "CONNECT" is displayed and then push A button.
● When connection succeeds, carry out Jogres after "OK" is displayed. You can collect new Digimon when Jogres is succeeded. When [Mis Match] is displayed, it means the Digimon grouping is incorrect. Please try other Digimon.

JOGRES DIGIMON
選擇畫面
Jogres Digimon Selection Screen

連接!
CONNECT!

CONNECT
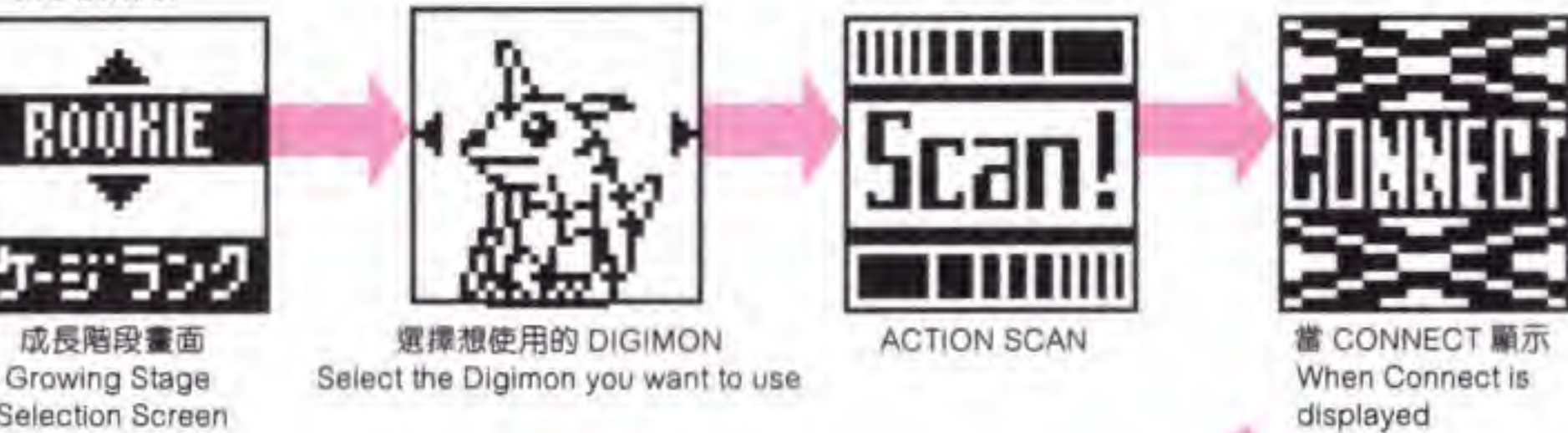
O.K.

得到新的 DIGIMON
Collect new Digimon

OTHER

能夠與 DIGIMON PENDULUM 系列、
D-3系列，D-ARK 系列進行通信對戰。
Able to link up with Digimon Pendulum Series, D-3 Series and D-Ark Series and carry out communication battle.

D-SCANER
PROGRESS
OTHER

● 於對戰機種選擇畫面內選擇 OTHER，成長階段選擇畫面會顯示出來。
進行與 ENCOUNT BATTLE 相同的操作並選擇戰鬥所使用的 DIGIMON，然後進行 ACTION SCAN。
● 當完成 ACTION SCAN，CONNECT 畫面會顯示出來。
當 CONNECT 畫面顯示時連接 D-SCANNER 和其他 DIGIMON 系列機種，並於對方之DIGIMON 系列機種上按下A鍵。連接成功後會顯示 OK，對戰亦隨即開始。
● 雙方一直對戰直至任何一方的HP變成0，而仍有HP剩餘的一方便算獲勝。

● Active "OTHER" during Communication Machine Type Selection Screen to display Growing Stage Selection Screen. Carry out the same procedure as Encount Battle and select the Digimon to be used for battle and starts Action Scan.
● "CONNECT" will display when Action Scan is completed. Link up with Digimon partner after "CONNECT" is displayed and then push A button of partner's machine. Battle will starts when successfully linked up and displayed "OK".
● Battle will continue until either side's HP becomes 0 and the side with HP remaining will win the battle.

ROOKIE
ケージランク
成長階段畫面
Growing Stage Selection Screen

選擇想使用的 DIGIMON
Select the Digimon you want to use

Scan!
ACTION SCAN

CONNECT
當 CONNECT 顯示
When Connect is displayed

連接!
CONNECT!

O.K.

※ 與 DIGIMON PENDULUM、D-3 系列、D-ARK 系列進行通信對戰時不能使用道具。
※ Item cannot be used for communication battle with Digimon Pendulum, D-3 and D-Ark.

與攜帶 DIGIMON 機種系列進行對戰時請注意
※ CONNECT 顯示時按B鍵會返回戰鬥指令畫面。　　※ 如沒有顯示OK，請再按A鍵。
※ OK 顯示前把本體分離會導至戰鬥不能正常操作。　※ 當 ERROR 顯示，請重新連接並再按A鍵。
※ OK 顯示後可把本體分離。　　　　　　　　　　　※ 電池量過低會令通信不能順利完成。

Attention when carrying out Communication Battle with Portable Digimon Series
※ Push B button when Connect is displayed and return to Battle Command Screen.
※ Battle will not be able to function if main body is being separated before OK is displayed.
※ Able to separate the main bodies after OK is displayed.
※ Push A button again and reconnect again when ERROR is displayed.
※ Will not be able to communicate when battery level is too low.

聲音 Sound

可切換聲音的開、關。
Able to switch ON and OFF the sound.

+O N
OFF
サウンド

● 實行 SOUND 指令會顯示聲音的 ON/OFF 畫面。
使用 L、R鍵選擇 ON/OFF 再按A鍵決定。
● Activate Sound Command will display ON/OFF Screen. Use L, R button to select ON/OFF and push A button to confirm.

可連接的機種
● DIGIMON攜帶系列
　D-SCANNER（對戰）
　DIGIMON PENDULUM PROGRESS（對戰、交換）
　（2002年7月發售予定）
　D-ARK（對戰）
　D-3系列（對戰）
　DIGIMON PENDULUM系列（對戰）

Machine Type that can be linked up with
● Digimon Portable Series
　D- Scanner (Communication battle)
　Digimon Pendulum Progess
　(Communication battle, Exchange)
　(to be launched in July 2002)
　D- Ark (Communication Battle)
　D-3 series (Communication Battle)
　Digimon Pendulum Series (Communication Battle)

● D-TERMINAL（對戰）
※ 有關以上機種請參閱各使用說明書。
※ 與 DIGIMON PENDULUM 系列不能進行JOGRES。
※ 不能與 DIGIMON MONSTER 系列、DIGI-PALS 系列 DIGIVICE 系列及日本版 D - TERMINAL 進行通信。
※ 不能閱讀 D-TERMINAL 內的 DIGIMON 資料。

● D-Terminal (Communication Battle)
※ Please refer to each of the instruction manual for the machine types mentioned above.
※ Not able to carry out Jogres with Digimon Pendulum Series.
※ Not able to communicate with Digital Monster Series, Digibattle Series, Digivice Series and Digimon Analyzer.
※ Not able to scan the Digimon data of D-Terminal.

5 還原儲存了的資料
Reset Saved Data

● 按著B鍵同時按下還原鍵便會顯示資料還原畫面。當想刪除遊戲中的資料並重新開始新的遊戲時，按 L、R鍵選擇YES再按A鍵刪除。資料刪除後，會顯示 BANDAI 記號畫面，這時可重新開始遊戲。
● 選擇 "NO" 時，原有資料不會被刪除並會顯示 BANDAI 記號畫面。這時在資料儲存選擇畫面裡按A鍵，把原有資料找出出再開始遊戲。

● Push B button while pushing the Reset Button will display Data Reset Screen. Push L, R Button to select YES and push A button again to delete the data saved during game and to re-start a new game. BANDAI Mark will display when data is being deleted and a new game will start.
● Data will not be deleted when NO is selected and display BANDAI Mark Screen. Push A button to save data during Data Save Screen and re-start the game.

+YES
N O
リセット?
資料還原畫面
Data reset screen

BAN
DAI

儲有資料時
Load Data

BAN
DAI

+YES
N O
ロード?

叫出資料畫面
Load data screen

從新開始遊戲
Game re-start

6 這時可使用還原操作
You can use the Reset Button when...

● 初次使用或更換電池後。
● 本體被強烈撞擊所有的機能不能操作，畫面變得奇怪時。

※ 請勿使用尖銳的棒或鉛筆用力按還原鍵以免損壞。
※ 還原操作後，重新設定時間，資料儲存畫面會顯示。
● 要繼續冒險，使用 L、R鍵選擇YES再按A鍵把資料儲存。
　要開始新的冒險，選擇NO再按A鍵重新開始遊戲。

● First time using or after changing batteries.
● Main body received strong impact and all buttons cannot function or when the screen becomes strange.
※ Never use sharp pole or pencil to push the Reset Button to avoid damage caused to the machine.
※ After pushing the reset button, reset the time and save data screen will display.
● To continue your adventure, push L or R button to select YES and push A button to save up the data.
To start a new adventure, select NO and push A button to start a new game.